Commodore NETWORK

Your support magazine for the Commodore Eight Bit Range of Computers

December 1993 Vol 2 No 12

NewsWatch

BRUNSWICK PUBLICATIONS

Popular P.D. Library, Brunswick Publications, has changed its address. The new address for Peter Boothman and co. is Brunswick Publications, P.O. Box 745, Campsie, N.S.W., 2194

NEW AUSTRALIAN DISKMAG

A new Australian produced disk magazine is about to be released on the Australian public. Called "The Right Direction" 64/128 User Group, potential subscribers can join for twelve or twenty four month periods at a cost of $30 and $50 respectively. Subscription entitles you to receive six disk magazines and six disks of P.D. each year. Write to: Shane Boswell, 102 Forest St., Bendigo, Vic., 3550. Thanks to Ivan Blitz for the information.

GEOVISION BLINDED!

Once again we are the bearer of bad tidings. It seems that GeoVISION International is the latest GEOS based magazine to fold. Facts are somewhat sketchy, but some reports indicate that the publisher, Grady Brown, lost his job and that the finance under his publication fell through. Others indicate that Grady has sold out on his subscribers, disposing of his equipment and leaving his readers out in the cold. A further rumor tells us that Grady is the victim of bankruptcy. I have been unable to confirm or deny any of these as it has been impossible to get a reply from the man concerned.

Whatever the case, it seems those of us who threw our support behind this venture are going to lose out.

NEW COLUMNIST REQUIRED

Due to the sudden withdrawal of Scott Logan from our writers pool, Commodore Network is now searching for a new "Games Club" columnist. If you feel you would like to become involved in writing an arcade game column in our publication, how about writing in.

Put together a "mock" article on any subject you like and supply it either on paper or as a wordprocessor file (state which wordprocessor you used) so that we can judge your writing style, and you never know, you too could be a writer in C.N.

Merry Christmas from all of us at Commodore Network Magazine

Network BBS Late Mail

Wed 1 Dec 93 1:37p
By: Russell Alphey
Re: C65 arrived! Am I first?? :)))))))
With trembling hands I opened the large box from The Grapevine Group.
My wife grabbed the invoice and said, "What's a C65 with built-in disk drive?". This is what I hoped to find out!
"Ta-da!" A box full of foam beads. Dig, dig, what's this? Something solid...
And in the box was -
1 D.S.G. packet,
1 piece carbon paper - crumpled,
1 latex glove - grey,
1 packet containing a 75 Ohm co-ax cable with identical ends (the sort that plug into a C64) and a TV-computer switch box,
1 beige power supply, with the familiar C= on top, a 4 pin round connecter at one end and a flat 2 pin wall plug with round pins. The underside has "FOR C65 ONLY POWER SUPPLY". The C65 is on a sticker.
Oh, there was one other thing in the box :)))))))))))))))))))))
A computer.
Normal C= beige colo(u)r. Key lettering like that on a C128.
Computer is about 18" by 8", and like a flat 128, but no separate keypad (there's a 3.5" disk drive there instead :). The drive points forward, with the eject button on the leading edge of the keyboard.
Key layout is as follows.
```
<power light>                        <drive light>
Run        Caps No    F1 F3 F5 F7  F9 F11 F13 Help
Stop   Esc Alt Lock Scroll  F2 F4 F6 F8  F10 F12 F14
<- 1 2 3 4 5   6 7 8 9 0 + - £  Clr Inst
Tab q  w e r  t   y u i o p @ * ^   Restore
Ctrl S/Lock a s d f  g   h j k l : ; = return
C= Shift z  x c v  b   n m < > / Shift ^
..........space...............   < v >
```
Also, there's a spot where a metal plaque could go, like on the 64s.
Okay, now for a tour around the computer.
Left side has a reset button, Cont port 1 and 2 (joystick ports), the power switch and power inlet. Right side is blank. Back has, (from left as you look at it) a round hole labelled disk drive (but nothing there), a video port (like 128's), a switch (or screw) labelled "L H", an RF port, an RGB video port, a Stereo port with R & L ports, a User port, a CBM serial port, and finally an expansion port.
Underneath there's a flap which conceals what appears to be a miniture centronics port, and the manufacturer's label. It reads -
C= commodore Model C65
Power 5vDC @ 2.2A 12vDC @ 5A
SERIAL NO. 000062 :))))))))))))))))))))))))))))
FCC ID NO.
made in hong kong
Funkenstort n.DBP-Vtg 1046/84
So there you have it, a real? C65. (The :)))) above is my editorial comment!)
Unfortunately I can't tell you anything about its operation yet, because I haven't fired it up yet (mainly due to the incorrect plug on the power supply). But rest assured I'll report as soon as I do! :)
Ralphey.

Korella Trading

"Your Friendly Computer Store"
Commodore Dealer specialising in the C 64

1/505 Pacific Highway
Belmont
N.S.W.   2280
Phone (049) 45 8455

A.D. & D. Dragons of Flame	$29.95
Action Pack	$29.95
Add and Subtract	$14.95
Addams Family	$39.95
Addicta Ball	$9.95
Airborne Ranger	$39.95
Alien Syndrome	$9.95
Arcade Pack	$25.00
Arkanoid	$9.95
Art Gallery (PrintMaster)	$39.95
Audio Cassette Library	$14.95
Australian Rules Football	$29.95
Axis Assassin	$9.95
Barbarian	$9.95
Basic Primary Skills	$29.95
Battleships	$9.95
Becker Basic	$39.95
Better Maths	$15.95
Better Spelling 8-adult	$15.95
Big Box One (30 games)	$59.95
Biology	$12.95
Blue Thunder	$11.95
Bug Bomber	$39.95
Bulldog	$9.95
C.D. Record Library	$14.95
Cadpack 64	$54.95
Caverns of Khafka	$9.95
Chemistry	$12.95
Chessmaster 2100	$39.95
Chip's Challenge	$39.95
Cover Girl Poker	$39.95
Create a Calendar	$14.95
Creatures	$34.95
Curse of Babylon	$39.95
Dark Side	$21.95
Data Manager Two	$39.95
Diehard Two	$39.95
Dinosaurs are forever	$14.95
Donald's Alphabet Chase	$12.95
Double Dragon Three	$39.95
Dream Team (Simpsons/W.W.F./Terminator Two)	$49.95
E.T. Rugby League	$39.95
Educational Games Galore	$12.95
Electro World	$9.95
Emlyn Hughes International Soccer	$29.95
Exile	$39.95
Family Feud	$29.95
Fernandez Must Die	$19.95
Final Attack	$15.95
Final Blow	$34.95
Fisher Price Firehouse Rescue	$19.95
Frostbyte	$9.95
Full House (educational)	$19.95
Fun School Two (6-8)	$29.95
Fun School Two (over 8's)	$29.95
GeoCalc 128	$49.95
GeoFile	$44.95
GeoProgrammer	$49.95
GEOS Font Pack International	$59.95
GEOS Font Pack Plus	$44.95
Graham Gooch's Cricket	$31.95
Grandslam Collection (30 games)	$49.95
Graph Magic	$29.95
Graphics Magician	$39.95
Gremlin's Print Kit	$19.95
Halls of Montezuma	$59.95
Hammerfist	$24.95
Head over Heels	$9.95
Helter Skelter	$19.95

Highway Frontier	$9.95
Home Book Library	$14.95
Home Inventory	$14.95
Hook	$39.95
I Alien	$9.95
I can Remember (educational)	$9.95
International 3D Tennis	$39.95
Italy 1990	$15.95
Jahangir Khan Squash	$29.95
Lethal Weapon Three	$39.95
Letter Scrambler	$19.95
Little People Bowling Alley	$9.95
Logical	$12.95
Masterpiece (paint programme)	$49.95
Maths Mania (8-12)	$14.95
Mavis Beacon Teaches Typing	$39.95
Mickey Mouse Runaway Zoo	$12.95
Micro Maths	$49.95
Microprose Soccer	$19.95
Midnight Resistance	$39.95
Mighty Bombjack	$12.95
Mini Office Two	$49.95
Moonshadow	$9.95
Moonwalker	$15.95
Moving Pictures	$14.95
My Grand Piano	$9.95
Navy Seals	$29.95
Nemesis the Warlock	$19.95
Nick Faldo's Golf	$39.95
Ninja Collection	$19.95
Paperclip Three	$79.95
Perfect Typing	$29.95
Physics (12-16)	$12.95
Picture Place	$19.95
Print Power	$29.95
Print Shop	$84.95
Problem Solving One	$14.95
Problem Solving Two	$14.95
Quick Calc	$19.95
Quick Write	$29.95
Quick File	$19.95
Radius	$9.95
Rick Dangerous	$15.95
Rock and Roll Studio	$24.95
Rodland	$29.95
Room Ten	$9.95
Rygar	$9.95
Sanxion	$9.95
Saracen Paint	$49.95
Scenery Disks (sublogic flight)	$25.95
School Bus Driver	$9.95
Sea Speller	$24.95
Sesame Street Triple Pack	$29.95
Space Bike	$9.95
St. Dragon	$12.95
Steigar	$29.95
Street Sports Soccer	$29.95
Superbase	$49.95
Superscript	$49.95
Swift Calc	$39.95
T.M.N.Turtles	$29.95
Tazz	$9.95
The President is Missing	$29.95
Tie Break Tennis	$39.95
Top Twenty Solid Gold	$39.95
Total Eclipse	$21.95
Ugh!	$39.95
Uhg.	
Video Calc	$19.95
Video Cassette Library	$34.95

Video Wizard	$39.95
W.W.F.	$39.95
Wanderer 3D	$24.95
Warlock	$12.95
Wheel of Fortune Three	$29.95
Where in the USA is Carmen Sandiego	$69.95
Where inthe World is Carmen Sandiego	$69.95
Where in Time is Carmen Sandiego	$69.95
Word Hunt	$39.95
Word Publisher	$59.95
Word Wizard	$9.95
World Class Rugby	$29.95
Write Now	$16.95

BOOKS

C-64 Programmers Reference Guide	$29.95
Adventure Game Writers Handbook	$29.95
Building Logo on the C.64	$14.00
C-64 Creative Graphics	$17.95
C-64 Sound and Graphics	$15.50
C-64 User Manual	$18.00
Corish's Computer Games Guide	$19.95
Ideas for use on the C-64	$29.95
Keyboard Challenge for C-64	$12.50
Peeks and Pokes for the C-64	$34.95
The Anatomy of the C-64	$29.95
The Graphic Book for the C-64	$39.95
Tricks and Tips for the C-64	$39.95

ACCESSORIES

64 Keyboard	$199.00
Action Replay Mark 6	$39.00
Azimuth Head Alignment	$29.95
Blank Disks (box 10)	$8.50
Bond Paper (250 sheets)	$9.95
Copy Holders	$19.95
Computer Service Toolkit	$39.95
Datasette	$54.95
Disk Boxes	ask
Cutting Boards (Mouse Mat)	$19.95
Disk Doublers	$9.95
Epyx Fast Load	$49.95
Glare Screens	$14.95
Joysticks	from $29.95
Labels	ask
Magic Bar	$19.95
Mouse (C-64)	$49.95
Mouse Cleaner	$12.95
Mouse Holder	$2.95
Mouse Mat	$9.95
RF Cables	$7.95
Ribbons (assorted)	ask
Serial Cables	$9.95
Super Graphix Junior	$119.00

Readers will realise that stock may change daily and that at times items cannot be re-ordered as they have been discontinued. We will, however, undertake to do our best to fulfill any requests, and are pleased to send same C.O.D. byAustralia Post to any Australian address.

Editorial

Hello and welcome to Volume 2, Number 12, the last issue for 1993. Next month we start our third volume of Commodore Network, yet another milestone achieved!

Over the 19 months that I have run C.N., a constant stream of inquiries have come from people around the country who own other computer types. These people have indicated an interest in a "Network" for their particular computers and, being the idiot I am, I'd like to offer them the kind of support we Commodore users enjoy through our organisation. I am mentioning this here as I know a very many of you use other computer types and I'd like to get some feedback from you. At present a "Network" is being looked at for the following computer types: PC (IBM and compats.), Amiga, and Apple.

If you own or know of someone who does own one of these units, I'd appreciate feedback of any sort. I'd especially like to hear from those willing to write for any of these possible publications.

COLUMNISTS

Speaking of writing, as you will know from reading "News Watch", Scott Logan has had to relinquish his "Games Club" authorship. If there is ANYONE out there willing to take this column on, I'd like to hear from them. You will have a free hand on content and an added bonus of the occasional review game being supplied for you to report on.

When applying, how about writing a "mock" column for me to look at so as I can get the feel of your writing style.

Other columns could also shortly be available, and if any of you would like to try your hand at amateur journalism, now might be the time to try. Please include a list of the columns you feel you may be able to handle.

OOPS!

Many of you noticed a major blunder on my part in last months edition. It seems that I somehow dropped "Micro-Mart from the issue. My apologies to all, and you will find a BUMPER selection in this issue.

GEOS IN DEPTH

New to this months issue is "GEOS in Depth", a column devoted to looking just that little deeper into the Graphic Environment Operating System. This will replace the "GEOS for Beginners" series of articles which has now been completed.

MERCHANDISING

C.N. Merchandising introduces a few new items this month and will be growing considerably over coming months as we continue to seek out items that we feel you may be interested in. This month we introduce the first publication to our listing as well as Video Shop and mouse mats. Over coming months we hope to add disk notchers, cleaning kits, and a range of commercial software to our catalogue. Please remember that we are always on the lookout for items to make available so if you come across something you think we may be interested in, how about letting us know about it.

BACK ISSUES

We can once again offer readers a full back-issue service now that some issues previously sold out have been reprinted. If you would like to ensure that your collection of Commodore Network is complete, now's the time to order those missing issues. They cost $3.50 each, with Disk-Coverers being $2.50 per disk postage included.

BUSINESS DONE!

Well that's the business side of things taken care of, now to the best part. May I take this opportunity on behalf of Artie and myself to wish you and yours all the best for the festive season and the new year. My heartfelt thanks go out to you all for your continued support, help, and advice over these past twelve months and let's keep C.N. growing in 1994. Commodore Network - The power of the people!

Warren
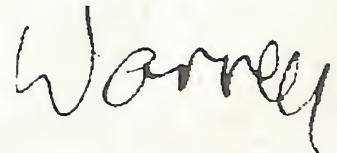
Inside Commodore Network this month

Credits

Geos in Depth

(C)1993 By Gary Noakes

WhizzBang Laser

In this first of a series of articles titled "Geos in Depth", Gary Noakes looks at how to convert your GEOS programs for transfer via modem and how to prepare downloaded files for use within GEOS. This article is published with the kind permission of CEE64 Alive!

Converting Geos Files

GEOS is truly one of the wonders of the Commodore world. By using a variable-length indexed record (VLIR) as a means to store both files and information about those files, GEOS can access data on disk from virtually any point within an application or datafile.

However the VLIR file structure, like the random access file structure it closely resembles, is not directly supported by Commodore's Disk Operating System (DOS). Unlike DOS, where each entry in the directory points to the location of the file itself, the directory entry of a GEOS file contains only the pointers to 1) the GEOS Icon/Info block and 2) the VLIR Index Table, which contains the pointers to the actual file data. Each time a file is edited, GEOS writes to the file and then updates the Index Table of that file. This method allows GEOS to reread and rewrite data from anywhere inside a file without having to continually start at the beginning each time.

Since DOS sees only directory names and the Block Allocation Map (BAM) of a disk, it doesn't know about the GEOS system of pointers--to DOS, these names ARE the file. Consequently, VLIR files will NOT survive a DOS Validate command because everything beyond the pointers is destroyed, reallocated as free space in the BAM. So GEOS must use its own version of Validate in order to preserve file data.

This is also the reason that GEOS files cannot be transferred directly by modem. What the DOS sees is only the file name and the pointers file--the actual file data may be scattered all over the disk and DOS has no way of finding it. GEOS conversion programs gather the Icon/Info sector, the Index Table pointers and the actual file data into a package that DOS recognizes as a single, coherent file that can be transferred with a modem..

Conversion Programs:

Several GEOS conversion programs are available. The primary programs for converting GEOS files are CONVERT2.5, an application, and CONVERT2.5(DA), a desk accessory. Both were written by William C. Coleman (also known as Master Blaster). These programs are uncompiled Basic and when run, write new, GEOS-specific applications named CONVERT and CONVERT(DA), respectively, to a GEOS work disk. Both of these can be downloaded from QLink and may also be available from your local BBS. Most user groups should also have these programs in their Public Domain libraries.

Another conversion program that you may find available is FILE CONV.V3.0 (sometimes uploaded as CONVERT 3.0). This was written by the folks at Berkeley SoftWorks and, despite the version number, was written prior to Bill Coleman's programs. While there is nothing wrong with the program, it doesn't offer anywhere near the level of convenience that Convert V2.5 and Convert(DA) V2.5 have.

There are other stand alone conversion programs available but these are the ones most easily available. The geoTerm and geoPack programs also contain conversion routines that make transferring or LYNXing GEOS programs a snap.

Converting CONVERT:

Once it has been copied to a GEOS disk, CONVERT2.5 will appear as a file folder with the Commodore "chicken lips" (C=) logo with the filename below it. Double-click on this icon and the program will exit to Basic and begin writing a new GEOS-specific file to the disk in device 8. When it's finished, insert your GEOS boot disk and press the RESTORE key to get back into GEOS. You will see that a new GEOS file is on your work disk. You can now delete the CONVERT2.5 Basic program from this disk as it will no longer be needed.

You can also run CONVERT directly from Basic before booting GEOS if you wish, just be sure that you have a GEOS-formatted disk in device 8.

Converting Files:

Since it is the primary conversion program, the operation of CONVERT will be described. Aside from being a desk accessory, CONVERT(DA) is identical both in creation and function.

To use CONVERT, double-click on the icon. A Dialog Box will appear with the first seven files on the disk listed in a menu. The command options on the right are CONVERT, DISK, DRIVE, INFO and QUIT. The gadgets just below the window are CLEAR SELECTED, SELECT ALL, BOTTOM OF LIST, TOP OF LIST, PAGE DOWN, PAGE UP, MOVE UP and MOVE DOWN. Directly below these are PRG, SEQ and HELP boxes.

The HELP box gives you a list of the commands. The PRG and SEQ boxes are used to determine the Commodore filetype that GEOS files are converted to (for upload). They have no significance when converting from Commodore format to GEOS (from download) since the filetype

it will become is contained within the GEOS file information header itself. In fact, selecting PRG or SEQ is itself unimportant, since one filetype works as well as the other for transfers.

Using the SELECT gadgets, choose the files you wish to convert and then click on the CONVERT box. The current dialog box will be replaced by a new one, displaying YOU HAVE SELECTED (filename), with CANCEL, NO and YES boxes. CANCEL will abort the entire operation, NO will abort the conversion of the current file and YES (or pressing RETURN) will convert the file and change the name to ASCII when converting to GEOS format or PETASCII when converting to Commodore format.

As each file conversion is done, a Dialog Box will pop up that displays FILE IS NOW IN GEOS (or COMMODORE) FORMAT. Click on OK (or press RETURN) to continue converting. Once all of the files are converted, you will be returned to the menu. Click on QUIT to return to the deskTop.

Once back at the deskTop, you'll see that files converted from Commodore format will display a GEOS icon and those converted to Commodore format will show the (soon-to-be-familiar) C= file folder.

And that's all there is to it. I hope this makes clear the why's and how's of converting GEOS files.

CN

HelpLine

A listing of contacts should you be having trouble with your computer or computing interests.

128

For general help on 128 computing contact:
Mick King
3 Fryer St.
Kingston
Tas. 7050
ph. (002) 294 333 AH

For help with C64 or 128 computing

contact:
Warren Naismith
9 Wadeson St.
Cobram
Vic 3644
or leave E-mail on Commodore Network BBS or contact via FidoNet 3:633/272

Adventure Games

Contact Dorothy Millard
12 Venetian Crt.
Croydon
Vic. 3136
Ph. (03) 725 0682 until 5 p.m., and then from 7 p.m. to 9 p.m. every day.

Software Recovery

For the recovery of corrupt disks/programs (originals only)
Contact: Doreen Horne
70 Fursden Rd.
Carina
Qld. 4152
Phone (07) 398 7441

Help with "The Write Stuff", "Family Roots", and "Pocket Planner"

Contact: Fred Turnidge
"Manorbier"
Bridle Track
Duramana
N.S.W. 2795

Machine Code Programming

Contact: Reiner Richter
C/O Post Office
Kallista
Vic. 3791
CP/M

Help with Wordstar 2.26 or V.4, dBase II, Supercalc or Multiplan

Contact: Alistair Hay
32 Barwon St.
Lesmurdie
W.A. 6076

Communications

Assistance in accessing Australian BBS's, using a C64 or C28.
Contact: Arthur Stevens
7 Falconer St.
Glen Waverley
Vic. 3150
Tel: (018) 58-15-58, BBS: (03) 803-6498, Netmail: 3:633/272

CN
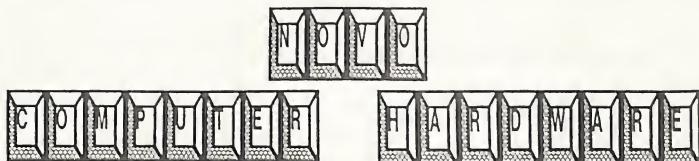
Page 128
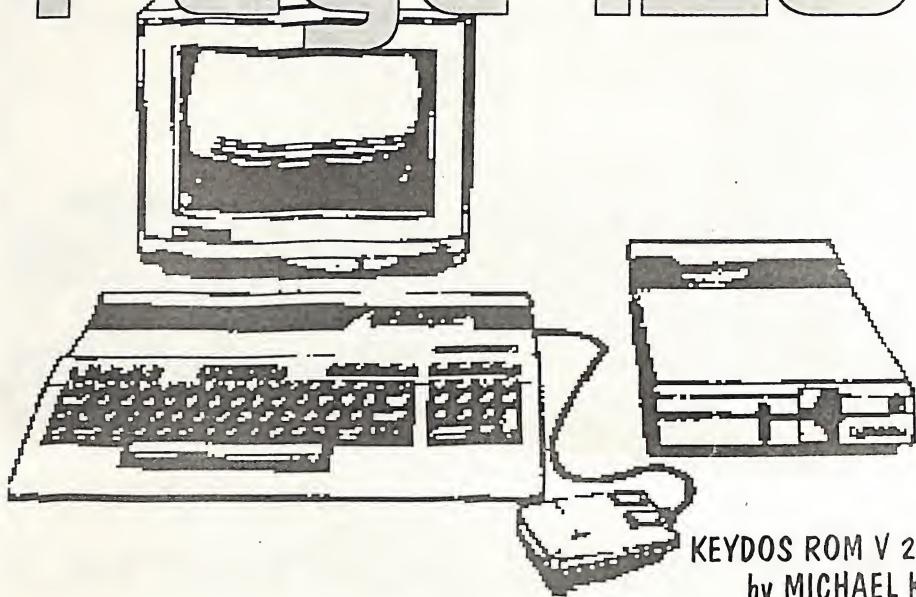
KEYDOS ROM V 2.0
by MICHAEL KING

Well it was with enormous delight that I received the KEYDOS ROM from our illustrious Mr. Naismith, who having been very busy, took up my offer (plea) to trial this little beastie in the hope that it would live up to all my expectations. As I have only known one other FUNCTION ROM for the C128, " THE SUPER CHIP ", (and I know of no other such commercial chip), there is not a lot to compare with.

The " SUPER CHIP " gave you 5 utilities and 3 functions, so was immediately impressed just looking at the manuals index for KEYDOS, I tossed aside the manual and tore apart one of my C128's so as to install the ROM and put it through it's paces. Being a

typical technician, yes, we know best, and I pulled the C128 apart with the old cordless screwdriver, whipped the chip into that spare socket, and, ignoring the warnings in the manual, put the machine back together and plugged it all in (the manual says to power up before reassembling the C128 for test purposes) and turned on. All seemed OK, the correct startup screen appeared and I moved the cursor up to the line that reads "sys 65366" (JPHOENIX, initialise function cartridge, this calls each function ROM in order and then kernal boots a routine to look for the autoboot sector), and what happened, nothing. Panic began to set in, it's not even my chip. I began to think that my alt. key was not working. I was not about to undo all those screws, cordless screwdriver or not. To test the ALT. key. Bit 4 of memory location 211 is set if "ALT." key is pressed. sure enough it was, not that I had to check because as soon as I began typing I noticed something that quickly humbled me.. Yes, I had accidentally pressed caps lock.

Always remember to check your keyboard when turning the computer upside down. Now all was fine. A prompt on the screen said that the KEYDOS ROM was now operational. Well lets look at the facilities in the order that I have and decide just what a must this chip is for every C128 owner.

DRIVE CONTROL

Setting up a ramdisk (in an REU), swapping drive numbers, resetting drives, single drive copier, a new collect command, loading and/or running 128 or 64 files, disk catalog, seq. file typing, scratch/scratch+save, boot disk/file, change active drive, diskmonitor and 1581 partition aid are all available at a touch of a couple of keys.

Ramdos: This is the one thing that I have a problem with. The CBM RAMDOS is just that, the same problems exist for me with this as with commodore's original Ramdos. Sure it works fine until I try disk intensive software, even a reasonable basic program like DISK WHIZ crashes on me., although I feel sure that some experimenting with which page of memory is used for Ramdos interface code will enable users to get around this. I had really hoped that it would work with SUPER C 128 as ABACUS had intended to use banks 2 and 3 in the next model of the C128.

Collect Does not interfere with the autoboot sector of a disk.

Disk catalog Sounds normal, but as with all other commands, whichever drive is set as the current active drive is the one that is used.

Seq. file type This will send any sequential file to the current device (screen/printer).

1581 partition aid - I love this one as,

although I understand the 1581 partition commands, they are a pain to type. Just hit Esc 3 to enter the partition aid, and you find yourself with the best on screen display of track usage and can then simply enter starting track and how large a subdir is wanted, and away it goes. Install the subdir key on F8 with Esc 4, get a disk catalog, move the cursor to the desired subdir and hit F8, and. you are there.!

KEYDOS UTILITY V 2.3

This particular utility deserves to have been a part of the C128 original DOS. The ease of copying PRG, seq. or USR (not GEOS USR or REL) files between drives, including 1581 partitions, or converting between ASCII, PETSCII or CBM screen code seq. files, makes this part of KEYDOS a winner.

GEOS superRBOOT

Here we have an alternative method of exiting GEOS to basic and then returning to GEOS with far less fuss, regardless of drive order . A ram expansion is required for this.

HEXPERT

This is a very small program of only 2K that works with the C128's machine language monitor as a debugger of your own ML programming.

OTHER

A number of other useful facilities are included, such as a clock (date and time shown at the top right of the screen), an unnew program, screen edit and screen dump (again to the active device this can be printer or disk), 80 column screen video manager, running of batch files and other sundry utilities plus a utility disk which includes sample batch files etc.

GENERAL COMMENTS AND SUMMING UP

Although I had been rather pushed to meet Warren's deadline, and consequently did not read the manual as best as I should have, I found no real difficulty in using the KEYDOS ROM and rate it very highly. I also recommend that anyone that is any sort of serious C128 user should not be without this one..
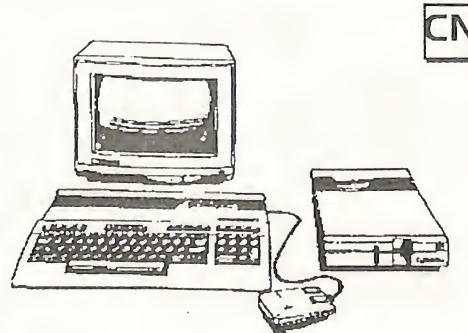
THOUGHTS OF A SUPERBASE ENTHUSIAST.

compiled by Warren Naismith

INTRODUCTION:

Over recent months a rather knowledgeable gentleman who prefers to go by the pseudonym "SB - Enthusiast" has been writing to "Letters Link". and offering his input on Superscript/Superbase. With our letters column attracting so much input, I decided to compile "SB - Enthusiasts" offerings here for the benefit of the many users of these two programs. Please bear in mind that this is not an article per se, but a collection of "snippets" as written by our friend.

PHONE & ADDRESS FILE ON SUPERBASE

In my last contribution to CN I promised to tell you what happens when someone telephones me. Because my callers come from all over the world it is helpful to me to be able to access the callers name and notes of our last conversation when he rings, so that the person feels I remember him/her as though it was only yesterday.

As I had explained, I have a C128 on which I run a fast loading version of Superbase128. As soon as I hear the bell, I switch on my computer which is programmed to automatically load & run Superbase128. By the third ring the program is up & running and prompting me for the first five letters of the callers name. I pick up the telephone, and on recognizing the caller will have his record before my eyes in a couple of seconds. From then on, I simply cursor down to the relevant field that needs updating, like date, time etc. and make the alterations while talking. At the conclusion of the call, I add a few more details like duration of call, subject, notes etc. after which I press RETURN and the program will then store the record, then ask me if I want to add the details to my Telecom file (if the call is outgoing). As this call is incoming I return to Menu1 for the next call. If I wanted to continue by pressing "Y" for "YES" the program would add all the details of my call to the Telecom file ready for me to be able to calculate my monthly bill or to be able to sort the bill on any field, without me having to retype all the details.

On the same disk (if it is a 1581) I am able to fit not only Superscript (to write the caller a letter) but also the Superbase Labels program that allows me to get a printed label for his envelope.

My 'Phone & Address file has the maximum number of 127 fields per record, which is enough to store all data for business/personal or Club details, including details of membership etc.

Because I use this disk a lot, I tend to leave it permanently set up ready for action, while using another C128 for my graphics, spreadsheet, and word-processing. At times I have no less then 3 C128 going at once to reduce the idle moment while a particular program does its job. My 3 C128's would not cost half that of the IBM, or an Amiga, yet I find I can get things done much cheaper by continuing to use the C128.

Any owner of Superbase128 may have a copy of my Telephone & Address file etc. by sending to the address below the cost of a few small disks - say $10 to cover p&p etc. Please specify the system & drives that you have so that the disk will be tailored to your specific needs at no extra cost. Because there are vindictive people out there, you will have to prove that you have legally purchased your copy of Superbase128., Next time, I will have a look at "Superscript integrated with Superbase128 on 1581 3.5 disk". Don't miss it!

HELP FOR SB-PROGRAMMERS

If you would like to develop your own SB program you can. It is not a big deal. Whether it be sorting, listing, requesting(adding) details of your hobby/business it is not expensive to receive basic tuition to help you achieve your goal. First of all, you have to know what you want to do. Having decided on your priorities, you have to communicate these to your teacher (me if you like). Your teacher will put your ideas into a Superbase draft sketch or plan then if you wish, make & test a program. You will receive the program at cost and be able to adapt the source code to a thousand different uses, and with experience, be able to write your own programs that will work. No frustration, no hassles, no expensive pigs in pokes. Because you will have the source code, you will be able to alter same to suit your every purpose.

The reason I like to do my own programming, and am grateful to my teacher for this, is because it doesn't cost me an arm or a leg. It is something I will always be able to use for myself or to help others. If you would appreciate HELP to write a SB-PROGRAM, do write enclosing the cost of a reply please.

SUPERBASE128 & SUPERSCRIPT128 INTEGRATED

In my last contribution to CN, I promised you something about Superbase128 and Superscript128 integrated together on one 1581 small disk. The following then is a summary of what is on the disk. The article and disk is an original adaptation of the two programs for the 1581 disk drive. While they will work with a 1571 drive(s), it must be appreciated that the 1571 disk will not have room for additional data or indeed all the programs..

SUPERDISK S.I.G.

(Special Interest Group)

Because of the flexibility and usefulness of this integrated system using the world's most popular brand of computer which is inexpensive, reliable, and very portable; a whole new Interest Group has grown up around using it, writing programs for it, and for helping one another self program one's own requirements. If you would like to join, send your request with $3 to CN and we will be pleased to put you in touch.

PROGRAMS AVAILABLE

The following is a short list of the many programs (world wide) that are available for Superbase128. The list is growing daily.

Dairyfarm128 Management - Herd Health & Recording.
Beekeeper128 Management - Integrated System
Club128 Membership & Library Recording System
C128 Video Recording System
C128 Cashbook & Ledger System
C128 Current A/c & Budget System
C128 SB Indexing & Cross-referencing Multi-disk System
C128 SB Address & Mail-merge & Labels

System
Bonnie Doon C128 Cattle Recording & Lot Feeding System
C128 SB Genealogy & Family Tree Program.
C128 Stock Recording System

UTILITIES

In addition to the program systems above, there is a long list of individual sub-routines that are also available and can be used independently of their parent programs.

To list a few of those:

Main menu Program - Can load & execute up to 100 different options.
Superbase Utility Program - Can execute automatically many SB commands.
Update Program - Can update any field(s) by pre-set formulae automatically.
Renumber Program - Will renumber a file after deletions & additions.
Output all Program - Will output S/P any file (data)
Find-list Program - Will find & sort select lists from any file
Sort-list Program - Will sort a file on any field.
Transfer Program - Will transfer data from one file to another.
Utility128 Program - Precision S/W utility program.
Delete Program - " "/" delete program.
Delete Record Program - Will delete specific records from a file.
Browsing File Program - Will safely browse through selected file under program control.
Adding Records Program - Safely add specific records by program control.
Labels Program - Precision S/W labels program.
Print/display Option - Prints to printer or displays file on screen
Change Date Option - Changes date in da$
Borrowers Entry Program - Will enter Borrowings into 3 files automatically.
Library Entry Program - Enables easy entry into Library file.
Find-subject Program - Will find a unique list of subjects from subject field.

UNLIMITED APPLICATION

If the foregoing list is not sufficient for your requirements then you still have the option to learn the coding yourself simply by reading it from the hardcopy listing or by writing your own original programs from a simple study of the BASIC language and the Superbase & Superscript Manuals plus that very useful book by Dr. Bruce Hunt "Superbase - the Book". If you own the two programs, you may obtain the integrated disk(s) by forwarding $10 to CN with a description of your system and drives. While every care is taken in producing the disks, no responsibility whatsoever can be accepted.

SUPERBASE & SUPERSCRIPT INTEGRATED

In my last contribution I promised to help those who have a need to use a word-processor with a database. Perhaps a simple example of this is when we write letters. In most cases, the scenario of events would go something like the following steps.

1. Put paper in printer & type heading.
2. Look up the address & postcode of the person to whom the letter is to be addressed.
3. Put the address above the salutation by hand.
4. Type in the body of the letter.
5. Type in conclusion, own address etc.
6. Sign & date hardcopy
7. File letter on disk or in a vertical file under the name & date of addressee.

To automate this work with a computer using both a database as well as a word-processor we would reduce the steps as follows:

1. Align paper in printer, & switch the machines ON.
2. When the database program which has been automatically loaded, asks for the first 5 characters + initial of the addressee, respond & press RETURN.
3. Since the program finds the name & address, places this information on the disk in a sequential file which can be read by the word-processor, then switches to the wordprocessor, loads the address and places it on the screen under the heading, then prints the solution automatically, this step is largely that of writing the body & conclusion of the letter.
4. The senders name & address is added automatically when a previously programmed COMMAND KEY is pressed, & the document is stored.

5. After quitting from the word-processor, the database program loads the labels program which will then print the desired label from the same HELP list.
6. The last step occurs when you automatically reload the word-processor and printout the document to sign & date it.

The latter steps are largely automated. Thus if you have a lot to do, would mean a considerable saving in time and therefore money, and one must not forget the avoidance of RSI(Repeditive Strain Injury) - the most common health problem resulting from computer use. Thus by starting with the database, in our case Superbase128, one is able to automate most tedious office routines.

All of this is accomplished on the latest integrated Superscript/Superbase disk from "SB-enthusiast". If you would like a copy of the original source program, just send $6 to CN & we will pass on your request. We would like to hear from any one who sells Superbase128 - latest version.

SUPERSCRIPT - List of COMMANDS

The understanding & operation of Superscript is largely dependent on the user knowing the COMMANDS which do what is desired. Also on the disk is such a list. It is simple and easy to use. It is free to anyone who buys the disk. If you have any other queries of a positive nature, DO ASK. For the next contribution we will see how easy it is to write & execute COMMAND STRINGS within SUPERSCRIPT.

IN ENDING

This is, as I said above, just a collection of letters from our expert in Superbase. I hope many of the points and suggestions raised in this article will be of interest to most of you Superbase/Superscript users out there, especially to users of Superbase/script 128 but also to our users of the C64 version. If you don't have Superbase/Superscript and are interested in obtaining a copy, I have noticed that Korella Trading has Superbase 64 and Superscript 64 in stock and selling at $49.95 each. Look up their ad in this issue.

CN

GEOZ

Arthur Stevens

Call this a marketing exercise if you must (alright no need to say it THAT loudly), but with Christmas rolling up at a frightening speed, what can we do for those people that have left the gift buying a little late, here's a few suggestions.

If the person you're buying for is into Geos on his/her 64/128 in a big/medium/small way then a gift pack of GeoGoodies is just the thing.

From our column sponsor, PD-SA there's an absolute stack of software you can buy, and principal Jeff Carey is always ready to ship post-haste. Perhaps you have kids that got caught up in the Jurassic Park thing this year, well, Jeff has a brand new set of disks featuring Dinosaur graphics. All in GeoPaint format and ready to use. There's a massive font library available too and a quick evening call to Jeff via the number displayed on his ad will give you a reasonable idea of price. What better pressies to pop in the Computer's Christmas Stocking.

I also have a PD-Shareware library available too, and while not in the same league as PD-SA it's not real bad value. 8 Geos PD/Shareware sides (4 disks) for $22.00 includes postage and packing, and 8 disk sides of GeoWorks graphics (with printed index), also $22.00 including Postage and packing.

If it's hardware you're looking for then a quick call to Terry Chadban of Novo Computer Hardware is the way to go. Terry carries a massive amount of C64/128 equipment and will only be too glad to help you sort out moving it quickly. For the Geos user the new CMD FD series Floppy Drives are worth considering.

If you just have a longing to buy your littlies a C64 and drive, well there are any number of secondhand systems sold in your local Trading Post, and if you're in Melbourne, Maxwell's of Nicholson St. Abbotsford still have a stock of pre-loved and serviced C64's, drives, Monitors and Printers, they also carry an extensive line of software, including Geos of course.

It's time for some Geos News hot off the CBM International echo carried by Network BBS. It reads.....

Fri 19 Nov 93 9:37p
By: Doug Cotton
To: All
Re: GEOS PRODUCTS
Effective November 15, 1993, all Commodore GEOS programs previously manufactured and distributed by Geoworks (formerly Berkeley Softworks) will be manufactured and distributed by Creative Micro Designs, Inc. (CMD). Further, CMD will take over support functions for these programs for all current registered users and future purchasers.
Source code and ownership of the programs remain with Geoworks, who currently has no plans for upgrading these products.
Information concerning prices and support will be forthcoming as policy is set by CMD.
Have a nice day. ;)
Doug Cotton
Director of Technical Services
Creative Micro Designs, Inc.
* Origin: The Spa! Internet Email & 4,600 Newsgroups 413_536-4365

Just a short note this month with all the activity underway with running the Network BBS, however sufficient space for me to take a moment and wish you and your families a very Merry Christmas, and a prosperous and safe 1994. I'll see you in the new year with a few new directions for this column.

Contacts
By Mail:
7 Falconer St.,
Glen Waverley, Vic, 3150
By Data:
Network BBS (03) 803-6498,
FidoNet 3:633/272
By Phone: (03) 802-3852
Until then, Catch you on the flip side.

CN

Venturing Inn

Heath Kirby Miller

What a hectic month it has been! As if I haven't been busy enough dealing with matters concerning ALTERNATIVE SOFTWARE, it is time for me in this illustrious month of 1993 to sit down and write "Venturing Inn". I hope you enjoy what I've managed to come up with.

ZARGO CASTLE

At the beginning of November I received a disk from Dorothy Millard containing "Zargo Castle" and letter which said in part "I have enclosed copy of Zargo Castle for PLAYTESTING (sorry if I confused you in the last letter) and would be most appreciative if you could look at it for me."

Originally, Dorothy told me I be able to review the adventure, after also asking me if I would be willing to playtest it for her! Naturally, I was confused and shouldn't have mentioned anything in this column until I was sure of the situation. My apologies.

"Zargo Castle" is a five part adventure, written with GAC+, the updated version of the original Graphic Adventure Creator. In the adventure, instead of completing Part one and then gaining a password to enter part two, etc., you actually go back and forth between parts. The adventure accesses the disk frequently and this had the effect of me having to restart it after I had turned my disk drive off! (I don't like leaving it on after I've loaded something!). Of course, things never run to plan. I left the disk drive on and when I had reached the point where there would be disk access, the disk filed to load the particular part needed! After numerous tries, I found the disk to be faulty, so had to send a letter back to Dorothy asking for a replacement.

And, as I write this, I still haven't received that disk . . . . . .

The entire point of this piece of writing is that "Zargo Castle", having been written by

Mr. H. Dixon in England will hopefully be eventually distributed in Australia by Dorothy Millard. Keep reading this column for further details as they come to hand.

LAST CHANCE

This is your last chance to purchase the following items:-

THE QUILL COMPILATION PAK: A collection of 23 adventures written with the QUILL ADVENTURE WRITER, compiled on to five disk sides for only $10

THE TELNYR TRILOGY: This two disk set contains the popular Telnyr I, Telnyr 2, and Telnyr 3, written by Peter Boothman. Available for only $7.50

After the 31st of December, "The Quill Compilation Pack" will be incorporated into Alternative Software's catalogue number 3 at the usual price of $4 per disk. As for the "Telnyr Trilogy", it will mysteriously disappear . . . like your money at the Melbourne Cup! Prices quoted above are correct for addresses within Australia. Elsewhere please phone for delivery costs.

CLASSIC CORNER

We begin this new section, which will deal with short reviews of those "hard to find" adventure games, written in many instances by companies who have either abandoned the C64/128 computers in favour of those they believe to be more popular, or ceased trading. If wishing to obtain any adventure reviewed here, your best bet is to advertise in, say, "Micro-Mart" with a "Wanted" ad or obtain lists of second-hand software being sold by individuals in the hope that they may have the program you are after. This month, I'm looking at . . . . .

RED MOON

Produced by Level 9 Computing in 1985,

your objective in this game is to save the kingdom of Baskalas. In the course of attempting to do so, you will collect magical items and treasure, and defeat various foes, which admittedly isn't a terribly uncommon story line.

Once loaded you are presented with the message :- "Welcome to Red Moon". Above this is a graphic representation of your present location, in this case ". . a wide, flat grassy plain, baked by the yellow sun. Following is a list of exits, being in this first location, all four cardinal directions (N, S, W, and E) are available. So I move East and find myself "in a pothole which could lead to an extensive cave system", although the graphic display doesn't exactly enforce this, as I can see the pothole as though I'm near it, not in it!

Before starting out proper it is a good idea to make a map as there are PLENTY of locations to visit and it would be easy for you to get lost if not careful. When moving from one location to another, the location text appears slowly. The best comparison I can make is to adventures such as "Shiver Me Timbers" and the original "Adventure" (both available from Alternative Software and the former on the C.N.'s Adventure Disk 2). Thankfully, though, without the disk access! Overall, the text is nothing special, usually being a few sentences describing your location and another few describing the possible exits and objects present. Only once the majority of the location description has appeared on screen does the half screen graphic for that particular location begin to appear. The "graphics engine" is slow by today's standards, although when "Red Moon" was first released it was most likely seen as quite advanced. Nevertheless, the quality of the finished graphics is better than those seen in some of the more recent graphic adventure games.

The puzzles are fairly "run-of-the-mill" although it has to be remembered that only after having played so many modern adventures is this true, because newer games have basically "borrowed " an idea or two from earlier adventures such as this one. Often used abbreviations, such as "I" for Inventory, "L" for Look, and "H" for Help are NOT supported. This only means you'll do more typing than you would if you were playing a modern adventure.

Some of Red Moon's better points include a scoring system, whereby you type SCORE and are told how many points you have (out of 1000). Obviously, a score of 1000 points means you've completed game and earned an elite title. A ranking system is also used - you begin as a whinging Nacod and progress slowly.

Surprisingly, you also begin with 50 hit points. I mentioned at the beginning of this review that you would have to defeat various foes to succeed in your quest. Just as you can inflict injuries to them with various weapons, so they can to you, decreasing your hit points. I can only recall such a system in "Twin Kingdom Valley" by Bug-Byte. But lo and behold, , Red
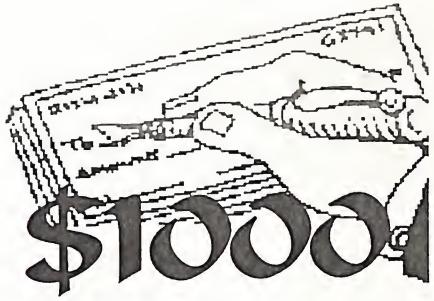
Care for the 1571's Heads

E. Gordon Wormald

Moon holds a hidden cheat, namely the BURY command. Try entering BURY Creature (i.e. BURY GIANT to defeat Giant) to defeat your foe face to face. This is to me definitely NOT something commonly encountered in adventures.

There is more, but this is intended as a short review after all.

In conclusion, Red Moon is particularly ideal for those new to adventure games, as I think more frequent and experienced adventurers will have seen all that it has to offer in a number of adventures released more recently.

RATING: RECOMMENDED

Availability - Unknown. If you are interested in a copy of Red Moon though, let me know and I will see what I can do for you. Sorry, but I can't promise anything!

GRAND FINALE!

I've reached my word limit, so I have to finish here. Next month (year!) I'll be back with a collection of hints and tips for a number of the adventures released in 1993. Until then, have a merry Christmas, and, remember, keep playing those adventures and, if you have a contribution, send it to:-

VENTURING INN
RMB 22
SUNRAYSIA HWY
STUART MILL
VIC. 3478

The CBM 1571 disk drive is getting to be a scarce commodity, so it pays to be very careful with it. In particular, the read/write heads are one of its most vulnerable and costly components. Replacements are still available from CBM, but at over $100 (plus fitting labour) the average serviceman says "Why not buy another disk unit ?". Of course the answer is that they are getting to be quite scarce, and tend to carry a "collectibles" price.

The heads usually fail for one of four reasons :

1) Abrasion can occur, wearing the head down to the point of failure. This is fairly rare, but is one of the reasons why using a brand of diskette not backed by a well-known brand-name is risky. Avoid the use of high-density diskettes - not only are they dicey in the sense that the 1571 may not permanently record to them (fading out over a period of months because the writing flux is too low for these diskettes) but they may speed up abrasion.

2) Foreign matter may collect on the head. This may have the merely mechanical effect of spacing the diskette out from the head and so distorting signals (leading to Write and/or Read errors); but may be magnetic (oxide scraped off the disk), changing the head's flux distribution for much the same end result from far less contamination. Again, the best defence is to avoid using risky diskettes. Inspect your disks occasionally through the window in their envelope, and discard any showing signs of wear or contamination.

There may be the problem of how to preserve the contents of a diskette which should be discarded. Carefully slit one edge with a razor blade, remove the magnetic disk, place it on clean paper and wipe it as clean as possible with a clean rag moistened with methylated spirit (both sides). Put it into a clean envelope (from a sacrificial new diskette) for copying. This latter step should of course be after the 1571 heads have been cleaned using one of the proprietary "Cleaning Disks". Note that these too can have deleterious effects - use only if clearly required.

Above all, resist the temptation of a "cheap fix" by opening the 1571 and cleaning the heads directly. Unless you are very sure of what you are doing, there is considerable risk of distorting or fracturing the mounting spring for the upper head, requiring head replacement.

3) The active parts of the heads are sealed into a glass surround for wear resistance. However, glass is brittle and so the heads should be prevented from contacting each other. The design of the unit is such as to prevent this under normal circumstances, but there are risks if dropped or subjected to heavy vibration, such as in a car going over corrugations. Without a disk in place (with the arm down) the heads are well separated and forced apart by spring tension of about 250 grams. It would require a shock of more than 25 g's to make the heads contact, a shock so severe that probably there would be other damage as well. On the other hand, if the heads are closed on to a spare disk (arm down) as is often practiced, then the top head is held down by a force of only about 30 grams. Any impact exceeding 3 g's (in the right direction) can lift the head and allow it to rebound at speed. The intervening disk would act as a shock absorber, but its effectiveness is an open question considering its thickness is only about 75 nanometres (3/1000 of an inch).

My own preferred strategy when moving a 1571 is to insert a diskette wrong way round (i.e. label first) so as to put the full envelope thickness between the heads, but not to put the arm down. This gives the least sensitivity to shock, with the safeguard of maximum buffering between the heads in case of calamity.

4) The flat spring supporting the upper head may fracture or become distorted. Little can be done about fatigue fracture, although it is notoriously temperature-dependent so that in colder climates (such as Canberra) it may be advisable to turn on the 1571 and allow it to warm up for (say) 30 minutes before use in winter.

Aside from this, avoid mechanical shock. Do not drop, and always move the arm carefully, not allowing it to escape and fly home with a bang.

General care for diskettes can help with this also. It is not unknown for labels or other attachments to become detached in the drive. Apart from the risk of fouling heads or other parts, it is possible for such material to jam against the upper head and so force it sideways with sad effect on the spring. Watch those disks, and detach anything at all loose.

OF COURSE, MUCH OF THIS APPLIES TO THE 1541.

Expanding Horizons

C-64 to RS-232 interface

by Ross Archer

Within the C-64, the data terminating equipment (or DTE) in the system sends and receives data to and from a modem, the DCE or (data communicating equipment).

Should other devices be connected, a null modem connection will be required. This may be done externally to the device described here, which is intended to be used with a modem.

The minimum number of lines that can be ed is three, but common usage seems to quire eight.

The essential three are:
Transmit Data...........................TD or TXD
Receive Data.............................RD or RXD
Signal Ground...SG

The additional five are:
Request to Send..................................RTS
Clear to Send....................................CTS
Carrier Detect ....CD
Data Terminal Ready.........................DTR
Data Set Ready...............................DSR

These extras are for cross-talking or handshaking between your computer and the modem. The interface described here supports the eight lines above. It uses + 5 volts from the c-64 to supply CMOS circuits. These are low-current devices that will not overload the computer power supply.

Starting at the C-64 user port, all of the lines, except the ground [SG], are isolated from external voltage spikes.

Figure 1 shows the connections of the lines from the C-64 user port to the D25 output socket, via the buffers and max 232 signal shaping devices. B1 is buffer #1 and M1 is max 232 #1. B2 is buffer #2 and M2 is max 232 #2

C-64 to 25 pin D connector

```
SG      n o       SG       o 1
S.out   m o       TXD      o 2
S.in   b&c o      RXD      o 3
        d o       RTS      o 4
        k o       CTS      o 5  25 pin
C-64    l o       DSR      o 6  D type
user    n o       SG       o 7  connect
port    h o       CD       o 8
        e o       DTR      o 20
        f o       RI       o 22
```

There are also nine pin socket/plugs in use. The common connections are as the sketch below shows.

25 to 9 pin connect
```
SG    1 o_____o
TXD   2 o_____o TXD  3
RXD   3 o_____o RXD  2
RTS   4 o_____o RTS  7
CTS   5 o_____o CTS  8
DSR   6 o_____o DSR  6
SG    7 o_____o SG   5
CD    8 o_____o CD   1
DTR  20 o_____o DTR  4
RI   22 o_____o RI   9
```
or
9 to 9 pin connect
```
CD    1 o_____o CD   8
RXD   2 o_____o RXD  3
TXD   3 o_____o TXD  2
DTR   4 o_____o DTR 20
SG    5 o_____o SG   7
DSR   6 o_____o DSR  6
RTS   7 o_____o RTS  4
CTS   8 o_____o CTS  5
RI    9 o_____o RI  22
      o                  o SG   7
```
A null modem cross connects the five handshake lines, either from terminal to terminal or at each terminal. The program being used will dictate what is required.

The transmit (TXD) and receive (RXD) lines are also cross connected. If a program does not look for one or more of the signals being present then it does not matter if it not connected.

A common connection joins RTS to CTS at the terminal plug. This means that the RTS signal gives the CTS reply.

DTR, DSE and CD are also often joined together at either or both terminals.

Of course this defeats the purpose of the handshake scheme, which confirms a valid transfer of data. There are other methods to do this and these may make the defeats necessary.

Communication between two computers [DTE devices] must have cross connects to function. The request to send from one becomes the clear to send on the other.

A null modem
```
SG    1 o_____o SG   1
TXD   2 o_____o RXD  3
RXD   3 o_____o TXD  2
RTS   4 o_____  o CTS  5
CTS   5 o_____  o RTS  4
DSR   6 o_____o DTR 20
SG    7 o_____o SG   7
CD    8 o                  o    8
DTR  20 o_____  o DSR  6
RI   22 o                  o    22
```
Note that in the above sketch, lines are straight through but the numbers of the pins are changed. This sketch shows the connections found in a unit manufactured and sold commercially.

Another null modem
```
SG    1 o____Z___Z_____o SG   1
TXD   2 o_____o RXD  3
RXD   3 o_____o TXD  2
RTS   4 o____X___X_____o RTS  4
CTS   5 o____X___X_____o CTS  5
DSR   6 o____Y___Y_____o DSR  6
SG    7 o____Z___Z_____o SG   7
CD    8 o____Y___Y_____o CD   8
DTR  20 o____Y___Y_____o DTR 20
RI   22 o                  o RI  22
```
Notes :- In the above X is joined to X and Y to Y, but at each plug or socket. There will be no wires between the two.

:- the ground (Z) will usually connect to a cable shield not shown.

Another version similar to the above has small switches to connect a fourth wire to the selected pin at each end, which can be different. Also links to the other handshake pins can be closed or opened by these switches. There are ten switches at each plug/socket which are connected differently to suit a DTE or DCE device.

Figure 1

line	c-64	buffer	shaper	d25:out
TXD	M	B2:pin 11		
		B2:pin 12	M2:pin 11	
			M2:pin 14	pin 2
RXD	B	B1:pin 2		
	and	B1:pin 3	M1:pin 12	
	C		M1:pin 13	pin 3
RTS	D	B1:pin 14		
		B1:pin 15	M1:pin 11	
			M1:pin 14	pin 4
CTS	K	B2:pin 2		
		B2:pin 3	M1:pin 9	
			M1:pin 8	pin 5
DSR	L	B2:pin 15		
		B2:pin 14	M2:pin 9	
			M2:pin 8	pin 6
CD	H	B2:pin 4		
		B2:pin 5	M2:pin 12	
			M2:pin 13	pin 8
DTR	E	B1:pin 11		
		B1:pin 12	M1:pin 10	
			M1:pin 7	pin 20
SG	N	B1:pin 15	M1:pin 15	pin 1
SG	n	B2:pin 15	M2:pin 15	pin 7
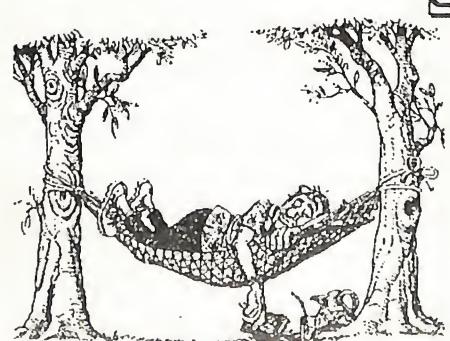
Great BBS's of Australia

This listing is of BBS's known to this magazine to have support areas for C64 - C128 computers. This includes Files areas and Message areas, and in a number of cases direct support for this magazine.

Network BBS	(03) 803-6498	Way Out West	(02) 628-8888
Kev's BBS	(03) 543-4430	Windy Willows	(02) 607-7553
Night Flight BBS	(03) 312-6676	C= Pursuit	(02) 522-9144
Enterprise BBS	(03) 776-7089	500cc Formula 1	(02) 550-6858
Talisman BBS	(059) 444-061	Space Station	(047) 742-252
	(059) 444-062	Club 64	(07) 341-9560
	(03) 761-1037	Pilbara Amiga	(09) 419-2717
		Pilbara Image	(09) 419-2226

Clublinks

John Buckingham

Well another month gone and nearly Christmas.

This means a great time for the world of the 64/128. Children waking up on Christmas morning and finding a 64 or 128 under the tree. Even after all these years our lowly machine is still able to put joy and happiness into Christmas. Because of the availability of cheap second-hand machines, plenty of software including the latest games and, of course, the most user friendly machine around assures continued life for our equipment.

However it does not assure the continued support for our machines at club level. I have a report, which I have not yet had confirmed, that the Shepparton Commodore Computer Club no longer supports the 64 or 128, probably due to lack of members with these machines. Until the club can confirm this report I'll continue to list it in both the 'Meeting Dates' section of this column and in the User Group Register. Whilst talking of lack of support at club level by 64/128 users you probably read in last months CN that Comp-u-pal has ceased support for the 64/128 due to lack of support by users of these machines. This is certainly sad news because we need all the support possible to keep us going. I also believe that C64/128 Friendz & Contax may suffer a similar fate if we do not support it. This is the only International Mail-based Group based in Australia catering for all 64 and 128 users. Contact Steve Hedges at 11 Dunsford St. Whyalla Stuart SA 5608 for details on the club.

I ask that you all seriously consider membership in your local user group. If you join you will find help, encouragement and support as well as meet other people in your area who own a 64 or 128. Join a mail-based club if there is no local group. Stand up and be counted. Become involved and you will find that it isn't so hard after all to be a member of a user group.

Next month I am going to announce a sort of 'competition' to find the best club newsletter in Australia and New Zealand. I know a lot of clubs put in a lot of time and effort to produce these newsletters so maybe it's time the editors of these mags received some recognition.

Keep me informed about your club by either writing to me at PO Box 244, WARILLA NSW 2528 or phone me on (042) 97 3159.

Until next month

BUCKY

CLUB PROFILE

This month we profile two Sydney based clubs.

Gain some publicity for your club by having your club profile printed here. Just send me your club's details and I'll do the rest.

SYDCOM

The Sydney Commodore Users Group (SYDCOM) is a club that supports users of C64, C128 and Amiga machines and provides help and assistance for those users.

The club meets at Macquarie Boys High School, North Parramatta at 7.30pm on the 2nd Friday of the month except January. Items of interest are discussed at these meetings and members are able to make use of the club's extensive Public Domain and Magazine Libraries.

A monthly newsletter called "SYDCOM GAZETTE" is distributed amongst members and other clubs. A wide range of articles appear in the newsletter and keep members up-to-date with club events and other news.

"Way Out West" BBS provides support for all Sydcom members and provides their 64/128 members with access to one of the best boards in the country catering for the 8 bit machines. (See 'Communications' column in last months CN for details of 'Way Out West').

Membership of Sydcom costs $33.00 per year or $18.00 for 6 months with no joining fee. Membership includes all family members.

The club's president is Ron Cockburn phone (02) 603 5696 and the secretary's is Mark Dowsett phone (02) 399 6549. The clubs address is SYDCOM, GPO Box 1542, SYDNEY NSW 2001.

COMMODORE HORNSBY USER GROUP INC.

CHUG is a group of Commodore and Amiga computer owners who have got together as a club to help each other out in better understanding their computers. The club aims to cater for all Commodore computers but in particular the most common ones such as C64/128 and Amigas.

The main meetings of the club are held at 7.30pm on the 4th Wednesday of each month except December at St. Leo's College, Woolcott Avenue, Wahroonga. At the meeting members usually discuss topics of interest then split into groups representing the various computer formats where topics specific to these machines are discussed.

The clubs facilities such as the Shop, Public Domain Library and Magazine Library are normally available at these meetings.

The club also conducts regular workshops on a wide range of topics.

A newsletter is sent to members each month informing them of coming club activities and important news. The club magazine "PERIPHERAL" is also distributed to members six times a year. This publication contains a wide range of articles such a reviews, problem solving, programming, hints and tips, etc.

Membership fees are $24.00 for a full member, $27.00 for family membership, $17.00 for students, pensioners and associate members plus a once only joining fee of $6.00.

The president of CHUG is Allan Hall phone (02) 476 4929. The secretary is Frank Bunton phone (02) 487 1062. The club's address is CHUG, PO Box 1578, HORNSBY NORTHGATE NSW 2077.

CLUB HAPPENINGS

As mentioned last month Penrith Commodore User Group's president, Steve Stecyk, had to resign due to setting up a new business. However Steve has now been able to stay on as president due to a new member, Chris Riley, offering to assist Steve with his presidential duties. Thanks to Chris for offering to help out and supporting his club.

For its December meeting on 15th the Penrith Club will be holding a Sausage Sizzle and family get-together night. If you live in the western or south-western suburbs of Sydney or the Blue Mountains you are most welcome to come along and enjoy the evening and 'check out' the club. There will be a $5.00 charge for non-members to cover food. Bring along your own drinks. The venue is the Neighbourhood Centre at Minchinbury (near Australia's Wonderland). Phone Steve on (02) 631 2323 for details. These social nights are a great time for those thinking about joining a club to go along and meet its members in an informal atmosphere.

At its November meeting the Wollongong C64/128 Club held its AGM and annual auction. All committee members were re-elected to the same positions. The auction was very successful and members were able to pick up a few bargains. The December meeting on 3rd (1st Friday not usual 2nd Fri) will see a visit from a certain fat, bearded man dressed in red who will be handing out sweets to member's children. (I think a few members will be lining up as well). If you live in the Wollongong or Illawarra area come along to the club. This club is one of the biggest 64/128 clubs in the country and can provide all the help and support you'll ever need. Contact Jeff Gale the secretary on (042) 71 5098. The club also conducts a special user group meeting each month (usually 1st Friday) where experienced members can assist other members with a particular program or problem.

Network BBS Mail

Thu 2 Dec 93 3:48p
By: Reece Isaac   To: John Buckingham
Re: Waverley User Group
G'day John
Well the end of an era came and went with a whimper when the attending members of the Waverley Commodore Users Group voted to merge (re-merge?) with the Doncaster group. The attendance was about the same as usual with a couple of the regulars missing but with a couple of visitors in their place. As our members will be from a greater area than previous there may be a name change to reflect this. (this is my thinking at the moment) The end of the night was marked by Frank Martin saying how he had attended the first meeting of the club and now had attended the last. I hope that somehow as a larger group we are able to attract new or old Commodore owners.
Bye for now,
Reece.

MEETING DATES

The next two meeting dates of some of the user groups in Australia and New Zealand are listed. If you want any information about the venue and times or membership details contact the person listed after the club. Due to the Christmas holiday break many clubs either do not have meetings in January or February or have a different meeting time.

AUSTRALIA

Albury Wodonga Commodore User Group - Dec 6th & Feb 6th (no Jan meeting) - Rod Graeber (060) 21 3703

C64 Developments Inc. (Wollongong C64/128 Club) (Southern Sydney and Illawarra) - Dec 3rd & Jan 13th - Jeff Gale (042) 71 5098

Commodore Hornsby User Group (Sydney) - Dec 8th & 11th and Jan 25th - Allan Hall (02) 476 4929

Commodore User Group (ACT) Inc. (Canberra and NSW Far South Coast) - Canberra meetings Dec 2nd & 20th and Jan 5th - Matt Blydenstein (06) 281 2714   Batemans Bay meetings Dec 18th & Jan 21st - Jan Mason (044) 72 6861

Muswellbrook Combined Computer Group - Dec 11th & Jan 14th - Jim Shorter (065) 47 9144

Newcastle Commodore Users Group - Dec 28th & Jan 24th - George Morrison (049) 57 4271

Penrith Commodore Users Group (Sydney Outer West and SW Suburbs and Blue Mtns) - Dec 15th & Feb 15th (no Jan meeting) - Steve Stecyk (02) 631 2323

Sydcom (Sydney)- Dec 10th & Feb 10th (no Jan meeting) - Mark Dowsett (02) 399 6549

Tuggerah Lakes Commodore Users Group (NSW Central Coast)- Dec 2nd & 16th and Jan 5th - John Davies (043) 93 1921

Melbourne Commodore Computer Club - Dec 8th & Jan 11th - Bernie O'Shea (03) 438 1625

Shepparton Commodore Computer Club (Central Victoria)- Dec 5th & 19th - Val Hutchinson (058) 21 4746 AH only

Waverley C64/128/Amiga User Group (Melbourne) - Dec 23rd & Jan 26th - Harley Younger (03) 569 8481

Yarra Valley Commodore Users Group (Melbourne)- Dec 7th & Jan 3rd - Theo Hristakos (03) 735 5310

South Australian Commodore Computer User Group (Adelaide)- Dec 5th & 19th and Jan 15th - John (08) 296 7761 or Phil (08) 381 8444

Southern Districts Commodore Users Club (Adelaide) - Dec 15th & Jan 18th - Malcolm Brumaley (08) 382 8614

Computer Club of WA Inc. (Perth) - Dec 7th & 14th and Jan 3rd - Tom Lee (06) 332 6374

Cairns Commodore Users Group (Nth Qld)- Dec 14th & Feb 7th (no Jan meeting) - Bruce Bimrose (070) 54 1949

Commodore Computer Users Group (Qld) Inc. (Brisbane)- Dec 7th & Jan 3rd - Gordon Wright (07) 299 7789

Tasmanian Commodore Users Group (Hobart)- Dec 15th & Jan 18th - Stephen Cook (002) 47 9985

NEW ZEALAND

Christchurch Commodore Users Group - Dec 28th & Jan 24th - Dave Maguire (03) 348 5976

Kapiti Commodore Users Group - Dec 3rd & Feb 3rd (no Jan meeting) - John Hughes (04) 298 4349

Manawatu Commodore Users Group - Dec 6th & Jan 2nd - Sydney Mounsey (06) 357 9858

North Otago Commodore Users Group - Dec 14th & Jan 17th- Leslie Blair (03) 434 7655

N.Z. Commodore Users Group (Wellington) - contact Neville Lockett (04) 470 4707

Otago Commodore 64 Club (Dunedin) - contact John Knight 26 Estuary Crescent Fairfield Dunedin

Waikato Commodore Computer Users Group - Dec 2nd & 9th and Feb 2nd & 9th- Raymond Benson (07) 847 2367

Whangarei Combined Computer Club - contact John Pitt (09) 438 6651

CN

BBS Communications
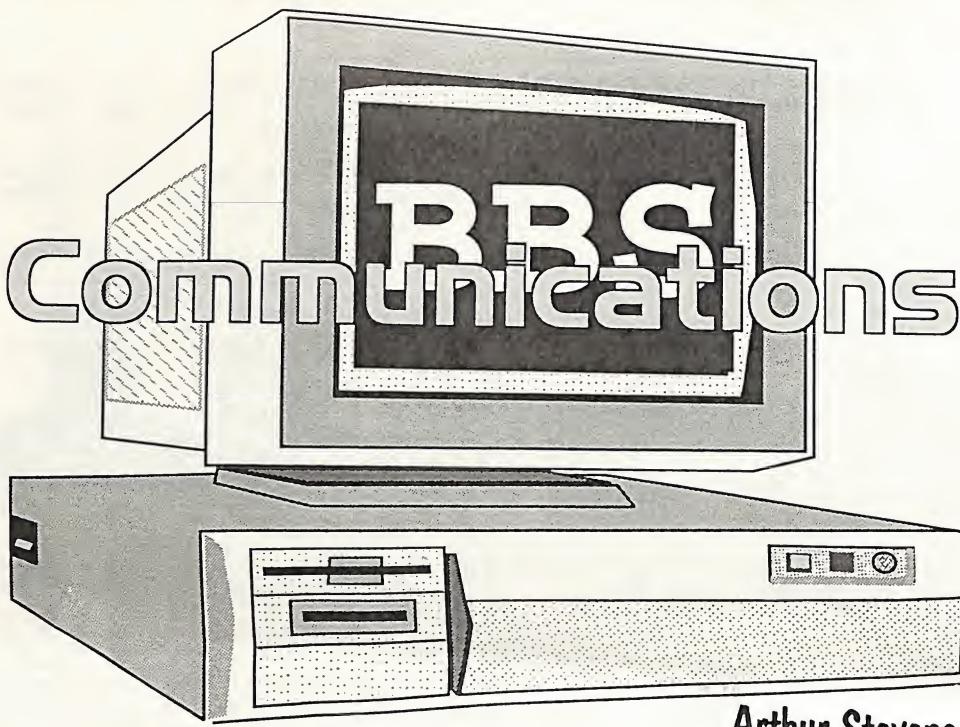
Arthur Stevens

Last month we looked at a couple of Sydney BBS's, and this month we continue to check out Bulletin Boards with interest aplenty for the Commodore user. Firstly we head north to "Beautiful one day, Japanese the next" Queensland and the home of the C64/128 in that state, Club 64 BBS, run by Steve "Scruff" Elwood. Steve started out with an IMAGE BBS run on a Commodore machine, however recently has switched over to an Amiga to run the bulletin board (after all, why waste a perfectly good 128 running a bulletin board?). This has enabled him to access the FidoNet and to carry all the Commodore related Message areas for Australia and Overseas. Club 64 is located in Logan City, Queensland. If you're not familiar with it, pick a spot on the map, along the South Eastern Highway almost precisely halfway between Surfers Paradise and Brisbane, and you have Logan.

Entering the BBS you are greeted by the symbol of all things Queensland, the sun, Palm trees and Surfboards, and then taken through to the main menu. The Files area is still developing with Programs available for the C64/128 and Amiga users. The message area is also on a growth curve now with CBM, CBM-128, CBM-Geos, Comp.Sys.CBM and 64 Talk all available to users. There's also the Network Chat area which is Club 64's link with Commodore Network Magazine as the

Official home of Commodore Network in Queensland (By the way, welcome to the Network Steve).

OnLine Games available for the competitive user include Death, GlobalWar, Masters Space Empire, AndroFight and Hackers Delight (which sadly crashed the moment I accessed it).

The BBS still smacks very much of it's old IMAGE origins, with fairly limited graphics onboard, but don't let that put you off. The BBS is friendly, and all C64/128 and Amiga users are welcomed. You can logon at all speeds from 300 baud to 14400 baud, 24 hours a day.

CLUB 64 BBS

Telephone: (07) 341-9560

FidoNet 3:640/308

Sysop: Steve Elwood

Now across the Nullabor to a man who has two BBS's. I know how much these things cost to run, even as a hobby, and I'm

amazed to find someone with the time and the inclination to run two boards. Mick "Pirate" Lazic is the man with the financial death-wish, and I decided to first of all have a look at his C64 System, Pilbara IMAGE.

This BBS is the system that caters for the 64 user that wants to stay at 300, 1200 or 1200/75 baud, and for those that really want the C64's 40 column screen and Colour Graphics. All the goodies are there, C64 Files, Lots of Message areas, and plenty of other features.

The logon is a bit of a bind, but then it always has been with IMAGE software, and there's no menu to speak of. You either move from area to area in the IMAGE BBS by memory, or you hit ? [RETURN] to display all commands. Unlike most Boards, the IMAGE system requires 2 letter commands, EM takes you to E-Mail section, to read and write messages, UD takes you to the Upload/Download section, the files.

For the straight C64 Terminal user the Pilbara IMAGE BBS is spot on and a welcome sight for those that don't have the finances for a 9600 baud modem. After all a C64 Interface kit is only $17 through Jaycar, and you can pick up a 1200 baud modem for about $50, then with a copy of Novaterm you're up and running.

My only problem was the speed of signal transfer... 1200 baud across the Nullabor, aaargh my telephone bill. Let me be specific, Pilbara IMAGE is not for Eastern States users, but for Perth's 64/128 user fraternity, it's a bonus.

PILBARA IMAGE

Telephone: (09) 419-2226

Sysop: Mick Lazic

Next month I'll take a glance at Mick's Pilbara AMIGA BBS, Melbourne's Talisman BBS and I'll have a quick guide for the new or intending modem user. That should kick telecommunications in 1994 off to a good start.

CN

Micro Mart

WANTED

Gremlins - The New Batch or Gremlins Print Kit
CONTACT
Gordon Screen
18 Windsor St. Edgeworth N..S.W. 2285

WANTED

Centronics printer interface cartridge #8620E and manual for EPSON GX-80. Will purchase or exchange an Apple IIc cartridge #8699 and manual.
CONTACT
Fred Turnidge
Bridle Track Duramana N.S.W. 2795
Phone (063) 37 1124

WANTED

Family Tree 128
CONTACT:
John Buckingham
P.O.Box 244 Warilla N.S.W.   2528
Phone (042) 973 159

WANTED

A PLAYABLE copy of COLOSSUS MAH-JONG (Not the Demo!)
With paperwork if possible.
Will pay top price for a good copy!
CONTACT
Donald J Brooke,
Unit 2, 15 Dorset St., Ashgrove, Qld, 4060

WANTED

Koala Pad and associated software
Light Pen and associated software
CONTACT
Ric Wigmore,
P.O.Box 48, Cockatoo, Vic., 3781,
Phone (059) 688 736

WANTED

Manuals or photocopies thereof for GeoCalc and GeoFile.
CONTACT:
Alistair Hay,
32 Barwon St., Lesmurdie, W.A., 6076

WANTED

A good Xetec Super Graphics interface. With paper work if possible.
CONTACT:
Fred Hawley,
35 Currawong St., Bathurst, N.S.W., 2795

WANTED

Commodore 1700, 1764, 1750 RAM Expansion (REU's) for reasonable price.
CONTACT
Noel Styles,
9 Onkaparinga Cres., Kaleen, A.C.T., 2617
phone (06) 242 0935

WANTED

GEOS 128 V2.0 with documentation
CONTACT
Vic Majury,
1 Peter St., Banora Point, N.S.W., 2486
phone (075) 246 508

WANTED

Sim City
Schematic diagrams for the 1541 and 1541 II disk drives.
Disks on electronics
CONTACT
Richard Pacey
182 Mitchell Dr. Glossodia N.S.W. 2756
Phone (045) 765 927

FOR SALE

Book: C64 Programmers Reference Guide. 1983 edition. Some index pages missing, otherwise good condition.. $5
1541 II disk drive with Jiffy DOS ROM installed, power pack, serial lead, manual, original ROM chip, 25 disks of original games, Jiffy DOS v6.01 ROM to suit old model C64 (brown casing) and user manual. All very good condition $150 the lot. Will send Australia wide via "Comet Express" at no extra charge.
CONTACT
Andrew Hay,
10 Finschafen St., Mt. Isa, Qld., 4825.
Phone (077) 434 335

FOR SALE

C-64's in total working order $35
CONTACT
Scott Roseboom,
C/O Post Office, Woombye, Qld., 4559,
Phone (074) 485 845

FOR SALE

Horse racing software (C/64) for serious punters. It is NOT a game and is written for local conditions. Prints out predicted finishing order/odds required for each horse --- recently produced a Trifecta paying $1061
Cost: $65.00
CONTACT:
Mr. K. Edwards,
P.O.Box 315, Merrylands, N.S.W., 2160

FOR SALE

Action Replay Cartridge Mk. 5	$50
Zac McKracken	$25
Paperclip Publisher	$25
Corruption	$25

All the above are supplied with full instructions and security codes where applicable..
RS232 Interface	$20

BOOKS
Graphics and Sound on the Commodore 64 & disk	$15
Beginner's BASIC	$10
The Beginners Computer Handbook	$5
The Practical Micro Book	$5
Experiments With Your Computer	$5

All the above are in very good condition. Prices INCLUDE postage.
CONTACT
Scott Logan,
9 Collington St. Mansfield, Qld., 4122
phone (07) 349 8431 after hours.

FOR SALE

Original Commodore Force Reel Action Cassettes

No. 17 - Blues Brothers

    Guadal Canal $7.50

No. 18 - Hacker

    Easy Lives

(collection of game cheats) $4

Original Commodore Format Covertape

No. 35 - Space Academy

    Jhothamia 6 (text adventure)

    Hallax

    Lemmings Demo

    Real Writer $5

Above prices include postage within Australia. Elsewhere please write or phone for cost.

FOR SALE

Commodore 1201 31 cm Monochrome monitor $120.00

CONTACT

Richard Pacey

182 Mitchell Dr. Glossodia N.S.W.   2756

Phone (045)765 927

FOR SALE - BOOKS

Commodore 64 Programmers Reference Guide (well used but content good) $12

MasterType C64 Instruction game

(with disk) $7

Anatomy of the 1541 (Abacus) $20

Inside Commodore DOS

(by Immers & Neufeld) $20

Programming the 64 (Compute!) $20

Mapping the C128 (Compute) $30

Mapping the C64 (Compute!) $25

Games for the Commodore 64 (to type in: includes reversi and checkers) $5

Maths Blaster (C64 learner game plus two disks for +, -, *, /, fractions, decimals) $10

Gnome Speed (C128 Basic 7.0 Compiler and disk) $25

or the lot for $130

CONTACT

Gordon Wormald

1 Kitson Place Florey A.C.T. 2615

Phone (06) 258 2259

FOR SALE

Mega-Apocalypse
Spy Vs Spy
Blood Valley
Flight simulator II
Sword of Kadash,
Dungeon Master Assistant
Ballblazer
Star Fleet I
Gauntlet
Archon
Game Over II
Might & Magic
Shard of Spring
F-15 Strike Eagle
Phantasie
Lords of Conquest
Ultima IV
Dragonworld
Pirates
Skyfox
Mail Order Monsters
Archon II (Adept)
The Standing Stones
Worms
Realm of Impossibility
Axis Assassin
Marble Madness
Death Lord
Captain Blood
Echelon
Phalsberg
Firelord
Quo Vadis
Sargon III
Centauri Alliance
White Viper
IO
Andromeda
ALL THE ABOVE JUST $15.00 EACH
Pitstop
Conan
Leaderboard
Stellar
Leaderboard Executive
The 5 titles above have
NO case or docs $7 each
Bruce Lee
The Goonies
Castles of Dr. Creep
Karateka
Raid on Bungeling Bay
10th Frame
Mask of the Sun
Dragonriders of Pern
These have documentation
but no box $10 each.
CONTACT
Ivan Blitz
C/o Post Office Cockatoo Vic. 3781
Phone (059) 68-9323

FOR SALE

Commodore 1084 Mon. (manual) $250.00
Commodore 128D computer with reset and drive 8/9 switching located at front, metal case and fan fitted. 64K Video RAM
(with manual) $250.00
with 100 disks and two joysticks
total $500.00
Commodore 1571 Disk Drive (on/off & write enable switches at front)
(with manual) $150.00
Commodore 1581 Disk Drive (near new with manual $300.00
Commodore 1750 Clone RAM expansion Unit (mint condition),
with disk and manual. $200.00
Commodore 1351 Mouse with disk and manual (near new) $25.00
"Mouse" mouse compatible with Commodore C64/128 $40.00
Netcomm 64/128 Communications Modem, automatic dial (brand new) $80.00
Microtex 666 Modem, 300 baud 1200/75 facility with phone $10.00
Commodore 1530 Datasette (new) $20.00
Warp Speed Cartridge 64/128 $30.00
Final Cartridge III with freeze capabilities $50.00
Aprospand 4 slot cartridge port expander $25.00
Joysticks X 3 $5.00 each
MPS 1101 Daisy wheel printer
(hardly used) $150.00
Software (various original) $200.00
Cartridges X 5   5.00 each
        Total $1820.00

This is a rare item to find such a comprehensive set-up in a NEAR NEW condition, and who could pass up the opportunity of purchasing this whole package for ONLY $1650.00
CONTACT
Bob Saxton
P.O. Box 499 Curtin A.C.T. 2603

FOR SALE

Original second hand programs on cassette, disk and cartridge. Over 25 available. For a list, send an SAE.
Commodore Format Powerpacks
(total of 34) $ various
Your Commodore (YC) Covertapes
(total 14) $4 each
Zzap 64 Megatapes (total of 16) $4 each
Commodore Force Covertapes
(total of 14) $4 each
For complete listings, send an SAE. Above prices include postage within Australia. Elsewhere please write or phone for cost.
CONTACT:
Heath Kirby Miller, RMB 221, Sunraysia Hwy., Stuart Mill, Victoria, 3478,
Ph. (054) 999 250

The Letters Link

Merry Christmas, folks, and welcome to yet another Letter's Link, the last for this year. My goodness, we have covered some ground over these past twelve months, with Letter's Link covering subjects ranging from how best to support overseas shareware authors to input on CP/M, Superbase, and other software and hardware. I know that a very many of you have benefited from the feedback generated from these written queries and I hope this will continue into the future as we enter our third calendar year. In the meantime, on with this months offering. Enjoy!

DISK-COVERER #6

From Naracoorte in South Australia, Steve Addison writes as follows:

"There seems to be a few faults with my Disk-Coverer. I could not get the programs D - "Install C-CAD" and F - "Invoice 3.4" on side A to work, and I could not get side B to load to all."

PRINTER INTERFACE

Steve goes on to ask:

"Also, could you please hopefully help me with this question. Would it make any difference when using GeoWrite, GeoPaint, and GeoPublish, if I connected my printer which is an MPS 1230 to my C64 with GeoCable or RS-232 through the parallel interface. I hope you can understand my question and can help me!"

Firstly Steve, Disk-Coverer #6 has proved a little bit of a problem for many. The main cause of this is that the directory has been cosmetically altered so that trailing spaces have been added to the end of several filenames. Since this alteration was carried out AFTER the menu was created and added to the disk, the menu is looking for the original program name and NOT the one now existing with a number of trailing spaces in its name By far the easiest way around this is to load from the directory or to include a "wild card" at the end of the name of the program you wish to load. In

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other words, something like this:

LOAD "INSTALL C-CAD",8,1*

should load Install C-CAD. Some of these programs may also have loaders written in basic. One such program is SpeedScript Pal on side B. To permanently correct the fault, load and list the loader program and alter line 240 to read LOAD "SPEEDSCRIPT.PAL",8 to LOAD "SPEEDSCRIPT.PAL",8 and save the corrected loader in place of the original one on disk. When wishing to make use of programs like C-CAD, Speedscript.Pal, and Invoice 3.4, it is best to copy them to work disks and work on them there.*

Regarding printer connections, the MPS 1230 is capable of print resolutions of between 60 and 260 dpi (dots per inch). Using a serial interface allows the user to use his printer in "Commodore" mode, or a printer resolution of 60 dpi. In other words if a full page GEOS file were to be dumped, only the leftmost 75% would be printed to paper. A Centronics (GeoCable) interface should allow a user to access the MPS 1230's two other modes, IBM and Epson, both of which will enable you to dump a full page file to printer and to print a full page copy of all that is on that page.

GRAPHICS AND MUSIC

Up in the sub-tropics, John Luxton of Biggenden writes:

"Many thanks for the disk. I haven't as yet had time to fully explore it except for running the Xmas demo. Brilliant! It just goes to show that the C64 might not be as brilliant as the Amiga for graphics, but it can still do a mighty job.

"Can you recommend anything whereby I can get the C64 to produce music. I am an ex amateur muso and can read music, and at the moment in my spare time am trying to unravel several programs for writing music for the Amiga. So far I haven't gotten too far, but I feel that the C64 should be quite useful for generating music from what I have heard of some programs."

Thank you for the feedback regarding the Christmas demo, I'm sure Dorothy Millard, the programmer, will be pleased that you were so impressed. A VERY talented lady indeed!

There are number of music programs available, my favourite being "The Enhanced SIDPlayer" and associated editor and book. This, to my mind, is brilliant but unfortunately unavailable in Australia. You may also like to look for Instant Music, Music Maker, and Music Construction Kit, or for any of the myriad P.D. titles around, including the much vaunted Future Composer. Which one is for you will depend on what you like.

HPD

Allan Quartermaine of Manly Vale in N.S.W. writes this in response to Donald Perina's plea for help in locating a copy of "DRIVE DOCTOR".

"In Letters Link, Donald Perina wrote of his troubles wit H.P.D. as agents for Trilogic's DRIVE DOCTOR. I do not propose to forego mine, which , incidentally, I bought from H.P.D., but I have just found a problem with my Trilogic "EXPERT" cartridge and in view of H.P.D.'s demise, I am writing to TRILOGIC before taking it upon myself to make an examination of the cartridge.

The latest address I have is:-

```
TRILOGIC
Unit 1
253 New Works Rd.
Low Moor
Bradford
BD2 0QP
```

Of course, this is an English address.

Don may even get himself a DRIVE DOCTOR from this source . . . . . . providing they have not shared H.P.D.'s fate."

Great stuff, Allan! Thanks for diving in and helping out a fellow Commodore user. I for one appreciate it.

THE OLD CODGERS

From Edgeworth in N.S.W., Gordon Screen writes s follows:

"Keep up the good work with your wonderful mag. Recently a friend and myself formed a group called "The Old Codgers" and we now have twelve members. We have an age limit of 40 - yes, you must be over 40 to join!"

Good on you Gordon. It's great to see people of like mind getting together to enjoy the fruits of their hobby. Gordon tells me that the group will welcome potential members from all over, so if you would like to be an "Old Codger" and are over 40 years old, how bout writing Gordon at 18 Windsor St., Edgeworth, N.S.W., 2285.

1351 MOUSE

The inimitable Jane Jones of South Australia writes:

"Now, about 1351 mouse in "The Letters Link", November 1993 CN. I own two 1351's and two Winner M3 Mouse(s) (mice?), and I have also used a joystick mouse (1351 or compatible M1) as well. To describe how the joystick mouse works, particularly with GEOS, is when you move the joystick mouse in a circular direction on the mat, the pointer on the screen will trace out an upright diamond shape, following the cardinal compass points.

Whereas when you do the same with a fully proportional mouse, an exact and smooth circle (360 degrees) is traced out. Obviously, the correct input drivers were installed respectively.

"The driver for a joystick mouse is the same as for a joystick, whereas a fully proportional mouse requires a 1351(a) driver. The 1351 also has a joystick mode which can be accessed by pressing the right mouse button on power-up. It will then behave the same as a joystick mouse. Using a 1351 mouse does not leave you stuck with the eight directions of the joystick, it is proportional to the movement of the mouse on the mat itself. I'll let someone else answer the distance ratio stuff. When I use my 1351 or M3 mouse, it moves the pointer so fast on the screen that I have never thought about distance moved, or needed to. It is difficult to answer specific questions on hardware when you don't actually use one, s most of us have found out with printers!"

Thanks Jane. It seems that in my hurry to explain the term proportional, I concentrated too much on the theory and forgot the practical aspects. What you have to say is perfectly correct, a proportional mouse SEEMS to be unaffected by the eight direction constraint of joysticks, etc. This is because the proportional mouse can read minute movements in any single direction. Have a look at that 360 degree circle under magnification and you will see that it consists of various lines (and dots) which together form the impression of a circle upon returning to the standard screen. In any case, I would be VERY surprised if Raymond asked his question so he could be told theory, and I think your reply will be far more informative for him.

CN

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